

SERAPH – TYPE 31 EXOATMOSPHERIC STRIKE FIGHTER

FLYER – BUILD RATING 3



MOVE

ASF

SOAK

6

REACT

–

IMPACT

–

DAMAGE

5

4

3

WEAPONS

RANGE

ARC

AP

AT

AA

Heavy Plasma Cannons

20"/-

FRONT

13

9

13

Devastating (All): Gain +1 Firepower Rating shooting at ALL Elements.

Point Blank: Gain +1 Firepower Rating shooting at Short Range.

AIR SUPPORT MISSIONS

This Flyer may execute the following Air Support Missions during a Game:

Ground Attack (1VP): This may be used to target enemy Units.

Combat Air Patrol (0VP): This may be used to defend against enemy Air Support Missions.

SERAPH – TYPE 31 EXOATMOSPHERIC STRIKE FIGHTER

TYPE

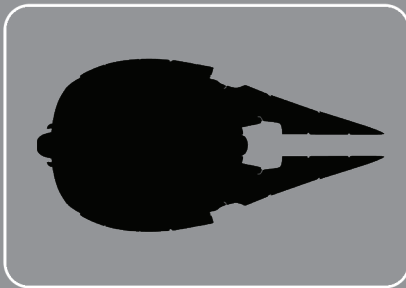
FLYER

ELEMENTS

1

POINTS

180



The Seraph is a nimble, lightly shielded, single-operator fighter typically piloted by Sangheili or Jiralhanae. One of the primary air-and-space assault strikecraft in the Covenant arsenal, Seraphs are deployed at the vanguard of Covenant invasions and occupations to provide fighter escort for capital ships and dropships. Seraphs can also carry out strikes against planetside targets, organise reconnaissance and defense pickets, and engage in large-scale orbital combat against both enemy capital ships and enemy fighters. Whilst human pilots are often very skilled, the technological superiority of the Seraph when compared to human fighters is undeniable.

The Seraph is a versatile multi-role fighter which supports Covenant forces during the invasion of Reach. Its Heavy Plasma Cannons allow the fighter to engage and destroy both air and ground targets. With a Build rating of 3, Covenant Commanders may deploy two Seraphs in a Battle Group.